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in: Stubs, Candidates for rewrite, Entities, and 3 more

Entity 30: Lurkers



VIEW SOURCE



This page needs a rewrite.

Reason: Old template didn't really clarify the main issue here. There are a bunch of SPaG mistakes, and upon a quick skim, I can see you have a lot of run-on sentences. This page is also not up to new quality standards.

It may need more detail, elaboration, or a few grammar fixes.

Remember to check [the page history](#) and [what links here](#) before rewriting.

Description

Lurkers are just two glowing eyes that vary in color and possess a pitch black fog. In that you will always see them in the dark, but instead of them staying in dark areas, there is a dark fog that follows them wherever they go, allowing them to move anywhere freely.

The dark fog is completely pitch black, and every attempt to light it up has failed. One attempt was when a group of 4 survivors with extremely bright flashlights that could permanently blind someone, all at once shined it in the fog, yet to no avail. Since the lights were so bright, they managed to escape. It is impossible to see their body, if they even have one. **Lurkers** have 3 types, and they vary in danger: white, yellow, and red.



Photo of a Lurker in an unidentified level.

Behaviors

When a **Lurker** spots a target, they will follow their target around, trying their best to stay unnoticed by staying behind the target and hiding behind walls. After a few minutes of following a target around, they will attack by running/flying towards them and engulfing them in the darkness. Everybody that has escaped the darkness has turned into a black,

dense fog and faded away a few minutes after. If you see a **Lurker**, then they will start to attack immediately.

If you find a **Lurker** with white eyes, shine a flashlight or throw a bright light at it. White eyed **Lurkers** are very sensitive to light, so this will stun the **Lurker** for a few seconds and give you time to retreat. If you don't have any bright lights, you need to run as fast as you can. White eyed **Lurkers** are significantly quicker than the average human, and your chances to to survive are slim. You need to find a bright area. If you're in a bright area, the **Lurker** will refuse to go in.

Yellow eyed **Lurkers** are the easiest type of **Lurkers** to deal with, since you only need to stare at them in the eyes. They will retreat into the darkness, with the darkness following suit.

Red eyed **Lurkers** are the slowest kind, but also the most dangerous. If you find red eyed **Lurkers**, run away as fast as you can, since nothing can stop them or make them retreat. Unlike the previous kinds, you should be able to out-run red eyed **Lurkers**. Red eyed **Lurkers** are also the least common kind.

Biology

Lurkers have two, small glowing eyes. The color of the eyes can vary, as said earlier. It is currently unknown if they have a body, some people that have seen a **Lurker** the body is a dark, tall and flexible humanoid figure, and other people think that the darkness is the body itself, but neither of these are confirmed.

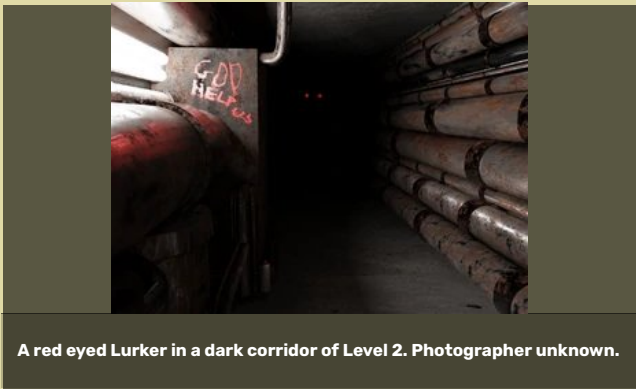
Discovery

Lurkers were originally discovered in **Level 2**, when a group of **M.E.G.** operatives found a piece of a picture, that was completely pitch black and just had two white dots on it. They were puzzled and didn't know what it entirely was until shortly they saw a **Lurker**. Panic arose among the operatives and they started retreating, yet the **Lurker** was always faster. Some unlucky operatives got captured by the darkness. They quickly snatched their cameras and took a picture of it as a warning to anyone that found it, and as well as a new entity report, but the flash of the camera, stunned the **Lurker**, they quickly realized that bright lights could stun the entity, they quickly grabbed their flashlights all at once and stunned the **Lurker** while retreating. Then, after a while, they found an office styled door, they quickly entered and slammed it shut, and were now in the safe heaven known as **Level 4**.

Do's and Don'ts

Do

- Shine a bright light at white eyed **Lurkers**
- Stare at yellow eyed **Lurkers**
- Run away from red eyed **Lurkers**



A red eyed Lurker in a dark corridor of Level 2. Photographer unknown.

Don't

- Lose any light sources you may have.

- Stay in dark areas
- Take too long to spot a **Lurker**

CATEGORIES



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